

TOMMY WESTERMAN

LEVEL DESIGNER

GAME DESIGNER

SCRIPTER

2700 Club Ridge Drive #17

Lewisville, TX 75067

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SUMMARY

Enthusiastic game designer with six years industry experience who enjoys collaborating with all disciplines to create rich, exciting gameplay and deep atmospheric experiences.

SKILLS

Game Design

- Design documentation
- Level concept documentation
- User interface design
- Mobile and tablet design
- Systems design
- Cross-discipline collaboration

Level Design

- Level brainstorming
- Level blockout
- Terrain building
- Environment lighting
- Gameplay scripting
- Level optimization
- Level polish

Software and Tools

- Infernal Engine
- Unreal Editor 3
- Unreal Editor 2004
- Radiant (*Quake 4*)
- Hammer
- 3DS Max
- Google Sketchup 8
- Photoshop CS4
- Houdini
- Kismet
- Infernal Dante
- Lua
- C++
- MS Office

GAME EXPERIENCE

Unannounced Project – Gearbox Software

Game Design COG Xbox 360, PS3, PC June 2013 – September 2013

- Worked with design team to create combat encounters using a variety of enemies.
- Created enemy intro sequences.

Unannounced Tablet Title – Terminal Reality

Game Designer iOS February 2013 – April 2013

- Built physical board game prototype and rules, collaborating with creative lead in order to bring it to the tablet.
- Collected feedback from play sessions and rapidly iterated on the physical game.
- Wrote entire Game Design Document including rules documentation and UI Planning
- Created a mock UI in Power Point to prototype designs and provide clear examples for programmers.

AMC's The Walking Dead: Survival Instinct – Terminal Reality

Level Designer Xbox 360, PS3, Wii U, PC February 2012 – March 2013

- Created concept, design, documentation, whitebox, and gameplay for 4 levels set in a small town, hospital, lumber mill, train yard, and small neighborhood.
- Created building templates in Sketchup with artists and designers to be used across the game.
- Using board games for inspiration, created travel simulation manager and road event prototypes.
- Collaborated with artists, programmers, and sound department to create tense and scary levels that fit within The Walking Dead universe.

Kinect Star Wars – Terminal Reality

Main Rancor Designer/Level Designer Xbox 360 August 2009 – April 2012

- Trained designers at Microsoft Studios to use the Infernal Engine.
- Prototyped many different 3D movement control schemes for Kinect.
- Created concept and tracks for Pod Race mode in 3D Max and Houdini.
- Built Pod Race tracks with artists that fit within Hoth, Mygeeto, and Tatooine.
- Prototyped all Rancor Rampage gameplay modes in script and built Rancor Rampage levels set in Mos Eisley and Theed.
- Created and maintained common script for Rancor Rampage that all levels used.
- Balanced scoring models and enemy spawn tables for all Rancor Rampage levels.
- Rebuilt existing Jedi levels set on Providence and Felucia based on feedback and new gameplay to a finished state.
- Implemented in-game cinematics in Jedi levels with cinematic designers and animators.

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Ghostbusters: the Video Game – Terminal Reality

Associate Level Designer

Xbox 360, PS3, PC

June 2007 – June 2009

- Created Times Square ground level whitebox from existing concept and brought it to a shipping state.
- Created background ambient behavior for the librarian ghost in the New York Public Library
- Inherited and reworked the Lost Island level to incorporate new gameplay mechanics, game flow, and boss fight.
- Implemented from concept to final gameplay for Stay Puft street fight and Juvenile Sloar boss fights.

Brother's in Arms: Hell's Highway – Gearbox Software

Level Design Intern

Xbox 360, PS3, PC

July 2006 – August 2006

- Worked in a cross-functional team of 14 other students, including five other level designers.
- Determined the needs of the multiplayer environment and recreated the environment to make it best for multiplayer.
- Designed a map to utilize new gameplay elements.
- Analyzed play test feedback reports and bug tracking to identify areas that needed improvement.
- Collected and catalogued feedback and used rapid iteration development methods to perfect the level as game type evolved.

PROFESSIONAL EXPERIENCE

Terminal Reality

June 2007 – April 2013

- Worked with design team to create fun levels from concept to finished level.
- Worked with art, programming, and sound departments to create a unified experience.
- Used scrum framework in small teams to rapidly iterate on levels based on feedback.
- Provided concept and design documents for pitches, prototypes, and game projects.
- Regularly gave advice on how to implement features in engine using internal scripting language Dante.
- Research on licensed properties to make sure all content always fit within the given universe.

Gearbox Software

June 2013 – September 2013

- Worked with another designer to create a character.
- Worked with design team to implement combat encounters.
- Created enemy intro sequences.

EDUCATION

The Guildhall at SMU

Certificate in Digital Game Development, Specialization in Level Design

March 2007

Southern Methodist University

B.S. in Computer Science

May 2005